PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
    1. Sit or stand as far from the screen as possible.
    2. Play video games on the smallest available television screen.
    3. Do not play if you are tired or need sleep.
    4. Play in a well-lit room.
    5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.
- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:
- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.
If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.
To avoid battery leakage:
- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

REV–E

Important Legal Information

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

Wireless DS
Multi-Card
1-2 Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

CONTENTS

GETTING STARTED

1. Turn OFF the Power Button on your Nintendo DS™ System. Never insert or remove a Game Card when the power is ON.

2. Insert the *Backyard Football*® '09 Game Card into the Game Card Slot on the Nintendo DS System. To lock the Game Card in place, press firmly.

3. Turn ON the Power Button.

4. When the Title Screen appears, touch the Touch Screen to begin.

SAVING AND LOADING

With Auto-Save set to ON (see "Options" on page 9), your Season Play progress is automatically saved following the completion of each game. To pick up exactly where you left off in the season schedule, simply select "Continue Season" in the Season Play menu.

Note: Games played in Play Now, Pick-Up, Multiplayer and Practice modes are not saved.

CONTROLS

L BUTTON
+CONTROL PAD
NINTENDO DS™
R BUTTON
X BUTTON
Y BUTTON
A BUTTON
B BUTTON
START
SELECT
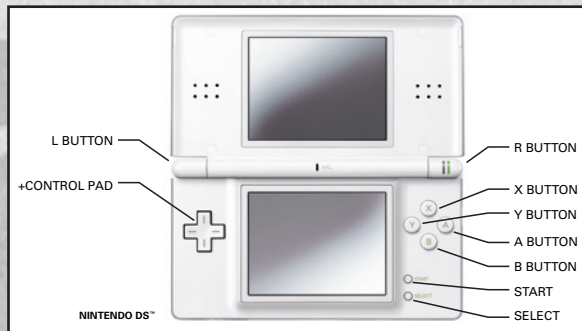
Menu Controls

ACTION	CONTROL
Cycle Menu Choices	**+Control Pad**
Accept	**A Button**
Back	**B Button**
Cycle Screens (when viewing player cards)	**R Button / L Button**
Skip selection screen (pick random teams, fields or players)	**START**

Gameplay Controls

ACTION	BUTTON CONTROL	STYLUS CONTROL
Move Player	**+Control Pad**	Tap and drag to the desired location
Hike ball (offense)	**A Button**	Tap the quarterback
Pass ball to teammate (offense)	When the quarterback has the ball, press the **B Button**, the **L Button** or the **R Button** to pass to a specific receiver (each receiver is labeled on the screen)	Tap the desired player
Kick ball (kickoff or field goal)	Press the **A Button** when the directional meter is pointed in the desired direction. Press the **A Button** again when the power meter is at the desired power level.	Tap the screen when the directional meter is pointed in the desired direction. Tap the screen again when the power meter is at the desired power level.
Tackle	**R Button**	Tap the target opponent
Switch players (defense)	Press the **B Button** to switch to the player closest to the ball	Tap the desired teammate
Turbo	Press and hold the **A Button** (lasts a limited time)	
PAUSE menu	**START**	**START**

WELCOME TO BACKYARD FOOTBALL® '09!

Backyard Football '09 is out on the Nintendo DS system! Create your own portable football team with Backyard Kids and cool kid versions of National Football League® stars. Get ready for some good old tackling fun in the grass and dirt!

MAIN MENU

Backyard Football

PLAY NOW
SINGLE PLAYER
SEASON PLAY
PRACTICE
MULTIPLAYER
OPTIONS
PLAYER CARDS
CREDITS

Advance Ⓐ

PLAY NOW
Start a game straightaway— just choose the level of difficulty, and the DS randomly selects teams, players, and a field.

SINGLE-PLAYER
Play a single game where you choose a field, teams and players. Pick-up games do not affect Season Play statistics (see "Game Setup" on page 9).

SEASON PLAY
Lead your team through a rigorous Backyard Football '09 League season and compete for the BFL championship (see "Game Setup" on page 9). Do well in this 15-game season and you will unlock NFL players and extra fields.

PRACTICE

Practice mode gives you a chance to make plays over and over from the same yard line, experimenting with different strategies and learning the playbook. Because yards are not gained in between plays, there is no need to worry about the clock or downs.

MULTIPLAYER

Play with a friend over DS Wireless Play using two Nintendo DS systems (see "Multiplayer" on page 20).

OPTIONS

Configure sound settings and auto-save.

PLAYER CARDS

Check out biographies of the Backyard Kids and NFL Pros, and learn about the conditions that influence each player's abilities. View each player's skill levels in running, passing, catching, kicking, and tackling. Use the R and L Buttons to cycle through the different player cards.

CREDITS

See who helped create Backyard Football '09.

OPTIONS

Music – Turn background music ON / OFF.

Auto Save – Turn the Auto Save feature ON / OFF. When set to ON, your progress is saved automatically after each Season Play game. When set to OFF, you are prompted before saving.

GAME SETUP

DIFFICULTY LEVEL SCREEN

Game Difficulty – Choose a difficulty level: **Easy, Medium,** or **Hard**.

Note that changing the difficulty also switches all other gameplay options to their defaults for that difficulty level, but you may change any option individually by using the **+Control Pad**.

Power-Ups – Set power-ups to ON / OFF. When set to ON, teams will periodically be allowed to make super plays such as "Super Dive" and "Back Flip."

Fatigue – Turn player fatigue ON / OFF. When set to ON, players will tire over the course of a game, making substitutions if necessary.

Turnovers – Turn turnovers ON / OFF. If set to ON, teams may lose possession of the ball when interceptions and fumbles occur.

SELECT TEAM SCREEN

Choose one of 32 NFL or eight Backyard teams. Use the **+Control Pad** to scroll down or tap the arrows with the stylus to view more teams. Press the **A Button** to select a team.

FIELD SELECT SCREEN

Select from **nine** standard fields and **two** unlockable bonus fields. You can unlock bonus fields by winning the Conference finals and the BFL championship in Season Play mode.

LACES OR LEATHER (Single-Player Game only)

To determine which team gets to choose players first, try to guess whether the player on the screen is covering the laces or leather side of the ball. If you guess correctly, you get first pick.

SELECT PLAYER SCREEN

Picking Players

Use the stylus or the **+Control Pad** and **A Button**, or tap twice with the stylus, to select the player you want. Select "Yes" to confirm your choice.

Continue making picks until you have 7 kids on your team (5 will be starters and 2 will be reserves). In Single-Player mode, Player 1 and the CPU alternate picking players.

Creating Custom Players

Select the "C" player icon and press the **A Button**.

Use the **+Control Pad** to choose a nickname and physical attributes, and press the **A Button**.

Use the **+Control Pad** to distribute the available skill points across the skill options. Then press the **A Button** to finalize and save your custom player.

SEASON MENU (Season Play only)

Begin Season – Start your next scheduled game.

Season Schedule – Check which other teams your team is scheduled to play, along with the results of previous games.

League Standings – Compare win/loss statistics between teams in each of the ten Backyard Leagues.
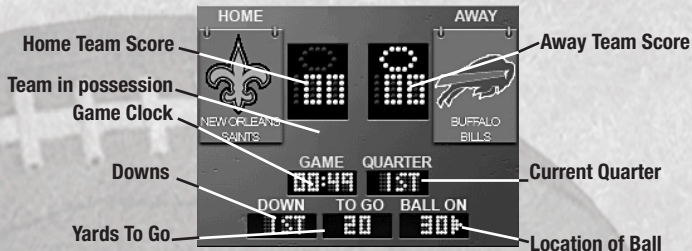
Team Statistics – View team statistics by player, including interceptions, touchdowns, fumbles, etc. (see "Stats" on page 25 for a chart of all stats recorded).

Team Strategy – Change your team's lineup or add and remove plays from your team playbook (see "Team Strategy Screen" on page 15).

Options – Configure the sound, auto-save, and control help settings.

Return to Menu – Exit Season Play. If you'd like to save your progress, choose "Quit and Save" when prompted.

IN-GAME SCREENS

- Home Team Score
- Team in possession
- Game Clock
- Downs
- Yards To Go
- Away Team Score
- Current Quarter
- Location of Ball

PLAY SELECT SCREEN

Before each play, you are taken to the Play Select screen. Here you can view your team playbook containing all the different moves your team may attempt on the field. You also have a chance to switch players or revise your team strategy.

Playbook Layout

You will see six tabs at the top of your playbook.

- The first tab, labeled with an exclamation mark, contains special Power Plays (see "Power Plays" on page 18 for a complete list). This tab can only be accessed when it is lit up red. Do well on the field and you'll cause the tab to light up more often!

- The next four tabs contain regular offensive/defensive plays.

- The last tab is for plays involving kicks (punts and field goals).

Press the **+Control Pad UP** and **DOWN**, or tap page tabs with the stylus to switch between tabs.

Play Book Symbols

OFFENSE

- A red line represents the path of the quarterback.

- A blue arrow represents the path of a running back who can receive a hand-off from the quarterback.

- A yellow arrow represents the path of a receiver who can receive a thrown pass from the quarterback.

- A white line represents the path of a blocking player.

DEFENSE

- A red arrow represents the path of a player who will rush straight at the quarterback to attempt a sack.

- A blue arrow represents the path of a defensive player who will move in that general direction.

- A yellow circle indicates a player covering that zone.

TEAM STRATEGY SCREEN

Access the Team Strategy Screen directly from the Season Menu screen, or by pressing **START** on the Play Select screen of any game.

Team Lineup Screen

In the Team Line-Up area, you can view which players are most fatigued and change your line-up accordingly. To swap positions, use the **A Button** to select a player. Move the player to a new position by pressing the **+Control Pad UP** and **DOWN**, then press the **A Button** again to confirm the swap.

When you are done, press the **B Button** to go back.

Change Playbook

To change the plays that are available to you in your playbook, use the **+Control Pad** to find the play you would first like to remove, and press the **A Button** to select it. Then, find the new play you would like to swap in, and press the **A Button** to confirm. When satisfied with your choices, press the **B Button** to return to the Time Out Screen.

GAMEPLAY ICONS

Selected Player

A blue circle icon appears under the player you are controlling.

Open Receiver (Offense)

When you are on offense and have chosen to make a passing play, gray icons labeled with L, R, or B indicate receivers you can pass to. To pass to a particular receiver, press the Button corresponding to that receiver's label.

Switch-To Player (Defense)

When on defense, a gray icon labeled with a B indicates the teammate you can switch to automatically by pressing the B Button. This teammate will always be the one closest to the opponent player carrying the ball.

Player in Possession of the Ball

A football icon appears above the player who has possession of the ball.

Off-Screen Icons

Icons with facial profiles point to your teammates when they are off-screen.

Kick meters

When you have chosen to make a play involving a kick, you determine the direction and power of the kick.

Press the **A Button** to stop the directional meter when the arrow is pointed in the direction you'd like the ball to go.

Press the **A Button** again to stop the power meter as it fluctuates between minimum and maximum power to determine how hard your player kicks the ball. Exactly how far the ball travels depends on each particular player's kicking skills.

PAUSE MENU

Press **START** to pause the game and display the Pause Menu. You can select from the following options:

Resume – Return to the current game.

Quit – Quit gameplay and return to the Main Menu. **Note:** Your progress in the current game will not be saved.

POWER PLAYS

Do well on the field and you'll light up the Power Play Tab in your playbook, giving you access to amazing plays! All power plays are described in the following chart.

Offensive Power Plays

Back Flip – When a defender comes too close, you'll automatically do a back flip, making it impossible to tackle you.

Bull Charge – Your player charges into the defensive line like a raging bull, flipping defenders out of the way.

Flash – Your player sprints at a blazing speed for a brief period of time.

Ghost Kid – Pass right through defenders when your player becomes transparent like a ghost.

Laser Beam – Your quarterback throws a high-velocity pass that has a 100% chance of being completed.

Stun Arm – Knock down the nearest defender with a giant boxing arm.

Slo Mo – The Slo Mo powerup can be initiated at the start of a play. It slows down the other team for the duration of the play, making it much easier to zip past them and make a run for the end zone..

Super Dive – Make a long dive to the ground, during which time no defender can tackle you (this one's great for scoring touchdowns!).

Twister – Knock away defenders all around you as you spin to create a powerful whirlwind.

Defensive Power Plays

Big Crush – Your next tackle will hit your opponent so hard they'll be knocked a few feet backwards and almost always fumble the ball.

Glue Ball – Now the ball sticks to hands like glue, and the quarterback won't be able to make any passes for a short time. This is a great opportunity for a sack.

Grease Ball – As soon as the quarterback throws or hands off the ball, it becomes extremely slippery so the next opponent player who touches it immediately fumbles.

Homing Tackle – Your defender makes a spectacular dive across the field to tackle the ball carrier, knocking down any other players in the way.

Homing Interception – When the other team tries to make a pass, one of your players homes in on the ball like a guided missile, flying through the air to make an incredible interception.

The Hammer – As soon as the other team's quarterback hands off the ball, the next player will most likely fumble.

MULTIPLAYER

You can play a Backyard Football wireless multiplayer game using two Nintendo DS systems. **Note:** Two *Backyard Football '09* Game Cards are required.

STARTING WIRELESS MULTIPLAYER MODE

1. Insert a *Backyard Football '09* Game Card into each console and turn power ON.
2. From the Main Menu, both players must select the Multiplayer option.
3. Player 1 selects a slot, and waits for Player 2 to join the same slot.
4. When both players are listed on the screen, player 1 can press the **A Button** to proceed.

BACKYARD FOOTBALL '09 LEAGUE RULES

Backyard Football '09 uses rules similar to those used by the National Football League. The objective of the game is to score the most points by advancing the ball into the opposing team's territory and crossing their goal line.

THE KICKOFF

The Away team always kicks the ball to the Home team to begin the first half of the game, and vice versa in the second half.

The kicking team kicks off from its own 30-yard line. It's good to kick the ball far from your own end zone, but if the ball is kicked too far and lands in the other team's end zone, a touchback is called and the opposing team automatically starts with the ball at the 20-yard line.

The team that has the ball (offensive team) has four chances or "downs" to advance the ball 20 yards. If they succeed, they are given four more downs.

If the offensive team fails to advance 20 yards after 4 downs, then possession is given to the opposing team at the spot of the ball. However, the offensive team may elect to a) kick a field goal or b) punt (kick) to the defensive team on the fourth down to get the ball as far away from their own goal as possible.

THE PLAYERS

Each team consists of seven players, with five players on the field and two reserve players who may be used as subs.

These are the positions your team members may play on offense:

- **Center** – this person hikes the ball to the quarterback at the beginning of each play.
- **Quarterback** – the quarterback takes the snap from the center and then decides whether to throw it to a receiver, hand it to a running back, or take it down the field him or herself.
- **Running back** – running backs are generally the fastest players on the team. Their job is to carry the ball down the field on running plays, avoiding the opposing team's defense.
- **Receiver** – receivers specialize in catching long passes from the quarterback, and then running to gain as many yards as possible.

TIME

The game is divided into four quarters, and the game clock is set to 1 minute per quarter. The game clock stops after every play.

PASSING

An offensive player can only pass the ball from behind the line of scrimmage (where the ball was hiked) on passing plays. Only one forward pass is permitted per play. All forward passes that touch the ground are considered dead.

TURNOVERS

A turnover can happen in two situations:

- **Fumble** – a fumble occurs when a receiver, running back or quarterback drops the ball while it's still in play. If this happens, the ball is considered "live" and either team can grab it. If the defensive team recovers the ball, it's considered a turnover.
- **Interception** – an interception occurs when a pass made by the quarterback is caught by the other team.

SCORING

- **Touchdown** – touchdowns are worth 6 points. A team scores a touchdown by running across the opponent's goal line with the ball or catching the ball inside the opponent's end zone.
- **Point After Touchdown (PAT)** – after scoring a touchdown,

the team is given the opportunity to add one or two extra points, or "points after touchdown," from their opponent's 5 yard line. A PAT can be scored by kicking an extra point field goal for 1 point, or by running/passing the ball into the end zone for 2 points.

- **Field Goal** – the offensive team can attempt to kick the ball through the goal posts from any point on the field. A successful field goal is worth 3 points. A missed field goal, if it lands in the field of play, can be returned by the defensive team like a punt.
- **Safety** – one safety equals 2 points. Safeties are ruled when an offensive ball carrier is either tackled in his or her own end zone (the one at their end of the field) or if he or she fumbles the ball out of bounds from his or her own end zone. The defense is then awarded a safety, and the offense must kick the ball to the defense.

OVERTIME

If the score is tied at the end of regulation play, the game will go into "sudden death" overtime. Possession starts with the Home team, and time is not kept. The game continues until one team scores, winning the game.

STATS

OFFENSIVE PASSING	
G	Games played
CMP	Completed pass
CMP%	Completed pass percentage
ATT	Attempted passes
YDS	Total yards
TD	Touchdowns
LONG	Longest pass
INT	Interceptions
OFFENSIVE RECEIVING	
G	Games played
REC	Receptions
YDS	Total receiving yards
AVG	Average yards per reception
LONG	Longest reception

TD	Touchdowns
OFFENSIVE RUSHING	
G	Games played
ATT	Attempted rushing plays
YDS	Total yards rushed
AVG	Average yards per rush
LONG	Longest rush
TD	Touchdowns
FMBL	Fumbles
DEFENSE	
G	Games played
TCK	Tackles
INT	Interceptions
D TD	Defensive touchdowns
SFT	Safeties

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Check out new games, contests and activities at:

www.backyardsports.com

TECHNICAL SUPPORT (U.S. & CANADA)

Help via the Internet

If you are experiencing technical problems with Backyard Football '09 and did not find a solution in this manual, our tech support can be reached at this address:

www.atari.com/us/support

Or visit our website at www.backyardsports.com to find our FAQ (Frequently Asked Questions) documents and Hints/Cheat Codes if they're available.

Note: In the event we must send you a Hint Sheet, FAQ document or other materials we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. We may also require you to register as a user on the site in order to access the consent forms.

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